AMENDMENT TO THE CLAIMS

1-20. (Canceled)

21. (Currently amended) A game program computer readably stored in a storage medium and configured to cause a computer to:(a) provide an action game space in which a player character moves in a game space in response to an operation of a game player and in which a plurality of target characters move in the game space as attack targets to be attackable from the player character;

(b) set a parameter with respect to each of said target characters at every time when the player character moves in the game space, said parameter being defined based on a distance from a reference place set in said game space and indicating that the target character having the smaller of the parameter value is more suitable to be attackable from the game character;

(c) set a first zone in front of the player character, a second zone set outside of the first zone, and an outer zone set outside of the second zone, wherein at least some of the target characters are configured to move in and out between the first and second zones and between the second zone and the outer zone while the game player tries to attack the target characters, wherein the first zone is defined such that any target character within the first zone is attackable from the player character, the second zone is defined such that any target character within the second zone is conditionally attackable from the player character, and the outer zone is defined such that any target character outside the second zone is not attackable by the player;

(d) judge a current value of the parameter with respect to each of said plurality of target characters and decide:

(d-1) that any target character is currently in the first zone and it is one of selectable candidate objects to be attackable at the present moment of time if it has a current value of the parameter below a first predetermined value;

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(d-2) that any target character is currently in the second zone and it is one of selectable candidate objects to be attackable at said present time if it has a current value of the parameter between the first predetermined value and a second predetermined value set larger than said first predetermined value but excluding any target character which has then moved in from the outer zone within a certain period of time; and

(d-3) that any target is currently in the outer zone and not selectable to attack at said present time if it has a current value of the parameter larger than said second predetermined value;

(e) decide a recommended order of selection to be attacked among those of said plurality of selectable candidate objects in said first and second zones, in accordance with the current values of parameters at said present time so that the selectable candidate object having the smaller value of parameter is given with the higher priority in deciding the order;

(f) indicate such recommended order of selection to the respective candidate objects in said first and second zones displayed on a monitor display connected to the computer; and

(g) allow the player to change, by selecting one after the other in accordance with the decided selection order, the status of the selected one of said plurality of target characters as the target currently attackable, thereby to sequentially change the attackable target in response to operation by the game player.

22. (Canceled)

23. (Previously presented) A game program according to claim 21, wherein when at least one of said plurality of target characters becomes ineffective as an attack target, the selection order of the selection qualified candidates is re-decided.

24. (Canceled)

25. (Previously presented) A game program according to claim 21, wherein the target characters appearing in the game space are increased or decreased in accordance with advance of the game in response to operations of the game player.

26. (Canceled)

27. (Canceled)

28. (Canceled)

29. (Currently amended) A game program according to claim 21,

wherein said reference place is set at a point at which the player character is currently located in said game space, and

wherein said current values of the parameters are decided based on distances of the target characters from ~~the player character currently in said game space~~said point set as the reference place, respectively.

30. (Currently amended) A game program according to claim 21,

wherein said reference place is set as a point set in said game space corresponding to a center point of a game display image, and

wherein said current values of the parameters are decided based on distances of the target characters from said~~a~~ point set as the reference place, respectively~~in said game space correspondingly to a center point of a game display image~~.

31. (Currently amended) An electronic device provided with a controller operable by a game player and configured to display game scenes of an action game progressing in a game space in response to the operation on the controller, the electronic device being configured to perform:

(a) providing the game space with a player character, which moves in the game space in response to an operation of the game player, and a plurality of target characters which move in the game space to be attackable from the player character;

(b) setting a parameter with respect to each of said target characters at every time when the player character moves in the game space, said parameter being defined based on a distance from a reference place set in said game space and indicating that the target character having the smaller of the parameter value is more suitable to be attackable from the game character;

(c) setting a first zone in front of the player character, a second zone set outside of the first zone, and an outer zone set outside of the second zone, wherein at least some of the target characters are configured to move in and out between the first and second zones and between the second zone and the outer zone while the game player tries to attack the target characters, wherein the first zone is defined such that any target character within the first zone is attackable from the player character, the second zone is defined such that any target character within the second zone is conditionally attackable from the player character, and the outer zone is defined such that any target character outside the second zone is not attackable by the player;

(d) judging a current value of the parameter with respect to each of said plurality of target characters and deciding:

(d-1) that any target character is currently in the first zone and it is one of selectable candidate objects at the present moment of time if it has a current value of the parameter below a first predetermined value;

(d-2) that any target character is currently in the second zone and it is one of selectable candidate objects to be attackable at said present time if it has a current value of the parameter between the first predetermined value and second predetermined value set larger than said first predetermined value but excluding any target character which has then moved in from the outer zone within a certain period of time; and

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(d-3) that any target is currently in the outer zone and not selectable to attack at said present time if it has a current value of the parameter larger than said second predetermined value;

(e) deciding a recommended order of selection to be attacked among those of said plurality of selectable candidate objects in said first and second zones, in accordance with the current values of parameters at said present time so that the selectable candidate object having the smaller value of parameter is given with the higher priority in deciding the order;

(f) indicating such recommended order of selection to the respective candidate objects in said first and second zones displayed on a monitor display connected to the computer; and

(g) allowing the player to change, by selecting one after the other in accordance with the recommended order of selection decided at (e), the status of the selected one of said plurality of characters as the target currently attackable, thereby sequentially changing the attackable target in response to operation by the game player.

32. (Currently amended) An electronic device according to claim 31,

wherein said reference place is set at a point at which the player character is currently located in said game space, and

wherein said current values of the parameters are decided based on distances of the target characters from the player character those currently in said game spacesaid point set as the reference place, respectively

33. (Currently amended) An electronic device according to claim 31,

wherein said reference place is set at a point set in said game space corresponding to a center point of a game display image, and

wherein said current values of the parameters are decided based on distances of the target characters from ~~said~~ a point set ~~in said game space correspondingly to a center point of a game display image~~ as the reference place, respectively.

34. (Canceled)

35. (Currently amended) A game program computer-readably stored in a storage medium and configured to cause a computer to:

(a) provide an action game space in which a player character moves in a game space in response to an operation of a game player and in which a plurality of target characters move in the game space as attack targets to be attackable from the player character;

(b) set a parameter with respect to each of said target characters at every time when the player character moves in the game space, said parameter being defined based on a distance from a reference place set in said game space as the target character having the smaller of the parameter value is more suitable to be attacked from the game character;

(c) set a first zone ~~in front of the player character~~, a second zone set outside of the first zone, and an outer zone set outside of the second zone, wherein at least some of the target characters are configured to move in and out between the first and second zones and between the second zone and the outer zone while the game player tries to attack the target characters;

(d) judge a current value of the parameter with respect to each of said plurality of target characters and decide:

(d-1) that any target character is currently in the first zone if it has a current value of the parameter below a first predetermined value;

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(d-2) that any target character is currently in the second zone if it has a current value of the parameter between the first predetermined value and a second predetermined value set larger than said first predetermined value; and

(d-3) that any target is currently in the outer zone and not selectable to attack at said present time if it has a current value of the parameter larger than said second predetermined value;

(e) decide the target characters, which are currently in said first and second zones judged at (d-1) and (d-2) but excluding any target character which has moved in from the outer zone to the second zone then within a certain period of time, as selectable candidate objects;

(f) invest a recommended order of selection to be attacked among those of said plurality of selectable candidate objects in accordance with the current values of parameters so that the selectable candidate object having the smaller value of parameter is given with the higher priority in deciding the order;

(g) indicate such recommended order of selection to the respective candidate objects in said first and second zones displayed on a monitor display connected to the computer; and

(h) allow the player to change, by selecting one after the other in accordance with the decided selection order, the selected one of said plurality of target characters as the target currently locked-on to be attacked, thereby to sequentially change the locked-on target in response to operation by the game player.

36. (Currently amended) A game program computer-readably stored in a storage medium and configured to cause a computer to:

(a) provide an action game space in which a player character moves in a game space in response to an operation of a game player and in which a plurality of target characters move in the game space as attack targets to be attackable from the player character;

(b) set a parameter with respect to each of said target characters at every time when the player character moves in the game space, said parameter being defined based on a distance from a reference place set in said game space as the target character having the smaller of the parameter value is more suitable to be attacked from the game character;

(c) set an inner zone ~~in front of the player character~~, and an outer zone set outside of the inner zone, wherein at least some of the target characters are configured to move in and out between the inner zone and the outer zone while the game player tries to attack the target characters;

(d) judge a current value of the parameter with respect to each of said plurality of target characters to decide that any target character is currently in the inner zone if it has a current value of the parameter below a predetermined value and that any target is currently in the outer zone if it has a current value of the parameter larger than said predetermined value;

(e) decide the target characters currently in said inner zone at (d) as selectable candidate objects;

(f) invest a recommended order of selection to those of said plurality of selectable candidate objects in accordance with the current values of parameters so that the selectable candidate object having the smaller value of parameter is given with the higher priority in deciding the order;

(g) indicate such recommended order of selection to the respective target characters decided as the candidate objects displayed on a monitor display connected to the computer; and

(h) allow the player to select one after the other in accordance with the decided selection order so that the selected target character is as the target currently locked-on to be attacked, thereby to sequentially change the locked-on target in response to operation by the game player.

37. (Currently amended) A game program according to claim 36,

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wherein said reference place is set at the point at which the player character is currently located in said game space, and

wherein said current values of the parameters are decided based on distances of the target characters from said point set as the reference place~~the player character currently in said game space~~, respectively.

38. (Currently amended) A game program according to claim 36,

wherein said reference place is set at a point set in said game space corresponding to a center point of a game display image, and

wherein said current values of the parameters are decided based on distances of the target characters from said~~a~~ point set as the reference place, respectively~~in said game space correspondingly to a center point of a game display image~~.

39. (Withdrawn and currently amended) A game program according to claim 36,

wherein said reference place is set as a base line extending from an origin at which the player character is currently located in said game space,

wherein the distances are defined by angles of lines extending from the origin against the base line, and

wherein said current values of the parameters are decided based on the angles~~of lines extending from the player character as the origin against the base line extending from the origin in front of the player character~~, respectively.

40. (Currently amended) An electronic device provided with a controller operable by a game player and configured to display game scenes of an action game progressing in a game space in response to the operation on the controller,

the electronic device being configured to perform:

(a) providing an action game space in which a player character moves in a game space in response to an operation of a game player and in which a plurality of target characters move in the game space as attack targets to be attackable from the player character;

(b) setting a parameter with respect to each of said target characters at every time when the player character moves in the game space, said parameter being defined <u>based on a distance from a reference place set in said game space</u> as the target character having the smaller of the parameter value is more suitable to be attacked from the game character;

(c) setting a first zone ~~in front of the player character~~, a second zone set outside of the first zone, and an outer zone set outside of the second zone, wherein at least some of the target characters are configured to move in and out between the first and second zones and between the second zone and the outer zone while the game player tries to attack the target characters;

(d) judging a current value of the parameter with respect to each of said plurality of target characters to decide:

(d-1) that any target character is currently in the first zone if it has a current value of the parameter below a first predetermined value;

(d-2) that any target character is currently in the second zone if it has a current value of the parameter between the first predetermined value and a second predetermined value set larger than said first predetermined value; and

(d-3) that any target is currently in the outer zone and not selectable to attack at said present time if it has a current value of the parameter larger than said second predetermined value;

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(e) deciding the target characters, which are currently in said first and second zones judged at (d-1) and (d-2) but excluding any target character which has moved in from the outer zone to the second zone then within a certain period of time, as selectable candidate objects;

(f) investing a recommended order of selection to be attacked among those of said plurality of selectable candidate objects, in accordance with the current values of parameters so that the selectable candidate object having the smaller value of parameter is given with the higher priority in deciding the order;

(g) indicating such recommended order of selection to the respective candidate objects in said first and second zones displayed on a monitor display connected to the computer; and

(h) allowing the player to change, by selecting one after the other in accordance with the decided selection order, the selected one of said plurality of target characters as the target currently locked-on to be attacked, thereby to sequentially change the locked-on target in response to operation by the game player.

41. (Currently amended) An electronic device provided with a controller operable by a game player and configured to display game scenes of an action game progressing in a game space in response to the operation on the controller,

the electronic device being configured to perform:

(a) providing an action game space in which a player character moves in a game space in response to an operation of a game player and in which a plurality of target characters move in the game space as attack targets to be attackable from the player character;

(b) setting a parameter with respect to each of said target characters at every time when the player character moves in the game space, said parameter being defined based on a distance from a reference place set in said game space as the target character having the smaller of the parameter value is more suitable to be attacked from the game character;

(c) setting an inner zone ~~in front of the player character~~, and an outer zone set outside of the inner zone, wherein at least some of the target characters are configured to move in and out between the inner zone and the outer zone while the game player tries to attack the target characters;

(d) judging a current value of the parameter with respect to each of said plurality of target characters to decide that any target character is currently in the inner zone if it has a current value of the parameter below a predetermined value and that any target is currently in the outer zone if it has a current value of the parameter larger than said predetermined value;

(e) deciding the target characters currently in said inner zone judged at (d) as selectable candidate objects;

(f) investing a recommended order of selection to those of said plurality of selectable candidate objects in accordance with the current values of parameters so that the selectable candidate object having the smaller value of parameter is given with the higher priority in deciding the order;

(g) indicating such recommended order of selection to the respective target characters decided as the candidate objects displayed on a monitor display connected to the computer; and

(h) allowing the player to select one after the other in accordance with the decided selection order so that the selected target character is as the target currently locked-on to be attacked, thereby to sequentially change the locked-on target in response to operation by the game player.

42. (Currently amended) An electronic device according to claim 41,

wherein said reference place is set at the point at which the player character is currently located in said game space, and

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wherein said current values of the parameters are decided based on distances of the target characters from <u>said point set as the reference place,</u> ~~the player character currently in said game space,~~ respectively.

43. (Currently amended) An electronic device according to claim 41,

<u>wherein said reference place is set at a point set in said game space corresponding to a center point of a game display image, and</u>

wherein said current values of the parameters are decided based on distances of the target characters from a<u>said</u> point set <u>as the reference place, respectively</u>~~in said game space correspondingly to a center point of a game display image~~.

44. (Withdrawn and currently amended) An electronic device according to claim 41,

<u>wherein said reference place is set as a base line extending from an origin at which the player character is currently located in said game space,</u>

<u>wherein the distances are defined by angles of lines extending from the origin against the base line, and</u>

wherein said current values of the parameters are decided based on <u>the</u> angles ~~of lines extending from the player character as the origin against the base line extending from the origin in front of the player character,~~ respectively.